

Chapter Bgo 3

CONDUCT OF BINGO GAMES

Bgo 3.01	Purchase of bingo cards	Bgo 3.08	Removing numbered objects from the receptacle
Bgo 3.02	Donations prohibited	Bgo 3.09	Player completing more than one winning arrangement
Bgo 3.03	Only cash payment	Bgo 3.10	Exchanging bingo cards
Bgo 3.04	Free numbers prohibited	Bgo 3.11	Voiding a game
Bgo 3.05	Overlooked bingo	Bgo 3.12	Failure to hear the call of bingo
Bgo 3.06	Progressive bingo game		
Bgo 3.07	Calling a number		

Note: Bgo 3.01 to 3.06 were created as emergency rules effective January 15, 1975.

Bgo 3.01 Purchase of bingo cards. All bingo cards used in a bingo game shall be purchased at a price established before the start of the bingo occasion. No cards shall be given free to players.

History: Cr. Register, July, 1975, No. 235, eff. 8-1-75; am. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.02 Donations prohibited. No donation of any kind shall be solicited at any bingo occasion.

History: Cr. Register, July, 1975, No. 235, eff. 8-1-75.

Bgo 3.03 Only cash payment. Only United States currency or coin shall be accepted by a bingo licensee as payment for any bingo card or bingo supply.

History: Cr. Register, July, 1975, No. 235, eff. 8-1-75.

Bgo 3.04 Free numbers prohibited. No number on a bingo card shall be given free to players in any bingo game.

History: Cr. Register, July, 1975, No. 235, eff. 8-1-75.

Bgo 3.05 Overlooked bingo. Bingo should be called immediately by a player. If a bingo is overlooked, and the subsequent number, or numbers, has produced no bingo including the last number announced by the caller, the overlooked bingo shall be the winner. If more than one player has an overlooked bingo in the same game, the prize shall be divided among those players pursuant to s. 163.51 (27), Stats.

History: Cr. Register, July, 1975, No. 235, eff. 8-1-75; am. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.06 Progressive bingo game. A progressive bingo game is a single game with a single prize and more than one arrangement of numbers for which, upon completion, a player would win a portion of the prize. The winning arrangements may be completed in any order.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.07 Calling a number. A number is called at the time one full call of the letter and number appearing on the numbered object is completed.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.08 Removing numbered objects from the receptacle. Only one numbered object shall be removed from the receptacle at a time; the numbers shall be called in the order removed.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Register, February, 1989, No. 398

Bgo 3

Bgo 3.09 Player completing more than one winning arrangement. Except in a progressive bingo game, a player who completes more than one winning arrangement on one bingo card in a game receives only one share of the prize for that game. A player who completes a winning arrangement on each of 2 or more bingo cards in a game receives one share of the prize for each winning card.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.10 Exchanging bingo cards. A bingo card may not be exchanged for a player while a game in which the card could be used is in progress.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.11 Voiding a game. A game may be declared "void" if the numbered objects called are returned to the receptacle before the conclusion of the game and if the replacement of the correct numbered objects is not possible.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.12 Failure to hear the call of bingo. If the bingo caller does not hear a player call bingo and continues the call of numbers, the subsequent numbers are void. If the player has a valid bingo, the player shall receive the prize.

History: Cr. Register, June, 1983, No. 330, eff. 7-1-83.

Bgo 3.13 Cancelling a bingo occasion. History: Cr. Register, December, 1984, No. 348, eff. 1-1-85; r. Register, February, 1989, No. 398, eff. 3-1-89.